Matrix

+ r
+ p

+ Matrix()
+ netswap()
+ getR()
+ getQ()
+ getP()
+ Matrix()
+ InvertRotationInto()
+ Matrix()
+ Matrix()
+ operator*()

#transformation

QuadTree

+ QuadTree()
+ ~QuadTree()
+ Render()
+ SetNeighbors()
+ Update()
+ SetTransformation()
+ GetHeight()
+ beginElement()
+ endElement()
+ getminX()
and 9 more...
+ beginElement()
+ endElement()

Terrain

+ Terrain()
+ SetTotalSize()
+ ~Terrain()
+ Collide()
+ Collide()
+ Collide()
+ SetTransformation()
+ Render()
+ DisableDraw()
+ EnableDraw()
+ DisableUpdate()
+ EnableUpdate()
+ GetUpVector()
+ CollideAll()
+ DeleteAll()
+ RenderAll()
+ UpdateAll()